

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (Currently amended) A method for aggregating participation in gaming activity sets provided by a slot game~~gaming activity~~, the method comprising:

receiving a player-initiated request for aggregate play;

receiving an indication of a number of gaming activity sets for inclusion in the aggregate play, wherein each of the gaming activity sets comprises one or more discrete spin events~~game plays~~ provided by the slot game~~gaming activity~~;

generating a gaming outcome based on resulting symbol combinations of the one or more discrete spin events for each of the gaming activity sets indicated for inclusion in the aggregate play; and

providing a collective payout result accounting for all of the gaming outcomes associated with the aggregate play.

2. (Original) The method as in Claim 1, further comprising initiating an aggregate play mode upon receipt of the player-initiated request for aggregate play.

3. (Original) The method as in Claim 1, wherein receiving an indication of a number of gaming activity sets for inclusion in the aggregate play comprises calculating a number of the gaming activity sets available for aggregate play based on an expenditure of an accumulated credit total.

4. (Original) The method as in Claim 1, wherein receiving an indication of a number of gaming activity sets for inclusion in the aggregate play comprises calculating a number of the gaming activity sets available for aggregate play based on an expenditure of an accumulated credit total.

5. (Original) The method as in Claim 1, wherein receiving an indication of a number of gaming activity sets for inclusion in the aggregate play comprises receiving a player-initiated indication of the number of gaming activity sets to be included in the aggregate play via a user interface.

6. (Currently amended) The method as in Claim 1, wherein receiving an indication of a number of gaming activity sets for inclusion in the aggregate play comprises receiving a player-initiated indication of the number of discrete spin events~~game plays~~ to be included in the aggregate play via a user interface.

7. (Original) The method as in Claim 1, wherein receiving an indication of a number of gaming activity sets for inclusion in the aggregate play comprises receiving a predetermined number of gaming activity sets to be included in the aggregate play.

8. (Currently amended) The method as in Claim 1, wherein receiving an indication of a number of gaming activity sets for inclusion in the aggregate play comprises receiving a predetermined number of discrete spin events~~game plays~~ to be included in the aggregate play.

9. (Original) The method as in Claim 1, wherein receiving an indication of a number of gaming activity sets for inclusion in the aggregate play comprises receiving a predetermined number of gaming activity sets in response to initiation of a bonus round for inclusion in the aggregate play.

10. (Currently amended) The method as in Claim 1, wherein receiving an indication of a number of gaming activity sets for inclusion in the aggregate play comprises receiving a predetermined number of discrete spin events~~game plays~~ in response to initiation of a bonus round for inclusion in the aggregate play.

11. (Original) The method as in Claim 1, further comprising facilitating player selection of the number of gaming activity sets desired to be aggregately played, and generating the indication of the number of gaming activity sets desired to be aggregately played.

12. (Original) The method as in Claim 1, further comprising presenting information relating to one or more of the gaming activity sets associated with the aggregate play.

13. (Original) The method as in Claim 12, wherein presenting information relating to one or more of the gaming activity sets comprises providing a representation of the one or more gaming activity sets.

14. (Original) The method as in Claim 13, wherein presenting a representation includes presenting a visual representation of the one or more gaming activity sets on a display.

15. (Original) The method as in Claim 14, further comprising presenting, prior to providing the collective payout result, the visual representation of the gaming activity sets that resulted in winning gaming outcomes.

16. (Currently amended) The method as in Claim 12, wherein presenting information comprises presenting slot gamegaming activity summary information for selected ones of the gaming activity sets, wherein the summary information includes a value corresponding to the gaming outcomes for each of the selected gaming activity sets.

17. (Original) The method as in Claim 12, further comprising presenting a selectable list of the gaming activity sets associated with the aggregate play, and wherein presenting information comprises presenting the information relating to one or more of the gaming activity sets selected by the player from the selectable list.

18. (Original) The method as in Claim 17, wherein presenting the information relating to one or more of the gaming activity sets selected by the player from the selectable list comprises providing a visual representation of the selected gaming activity sets on a display.

19. (Original) The method as in Claim 18, wherein more than one of the selected gaming activity sets are visually represented concurrently on the display.
20. (Original) The method as in Claim 18, wherein at least some of the selected gaming activity sets are visually represented individually and in sequence on the display.
21. (Original) The method as in Claim 12, wherein presenting information relating to one or more of the gaming activity sets comprises presenting information relating to the gaming activity sets that resulted in winning gaming outcomes.
22. (Original) The method as in Claim 12, further comprising presenting the information relating to one or more of the gaming activity sets requested by the player to be presented.
23. (Original) The method as in Claim 1, further comprising receiving player-selected play attributes that identify one or more options associated with play of the gaming activity sets.
24. (Currently amended) The method as in Claim 1, wherein each gaming activity set comprises a plurality of discrete spin events~~game plays~~ provided by the slot game~~gaming activity~~.
25. (Original) The method as in Claim 1, wherein each gaming activity set comprises a single discrete spin event~~game play~~.
26. (Original) The method as in Claim 1, wherein providing a collective payout result accounting for all of the gaming outcomes associated with the aggregate play comprises modifying an accumulated credit total based on all of the gaming outcomes.
27. (Original) The method as in Claim 1, wherein receiving an indication of a number of gaming activity sets for inclusion in the aggregate play comprises receiving an indication of a maximum number of the gaming activity sets supportable by an accumulated credit total.

28. (Original) The method as in Claim 27, further comprising determining the maximum number of gaming activity sets supportable by the accumulated credit total by dividing the accumulated credit total by the number of credits required for each of the gaming activity sets.

29. (Original) The method as in Claim 1, wherein receiving an indication of a number of gaming activity sets for inclusion in the aggregate play comprises receiving an indication of less than a maximum number of the gaming activity sets supportable by an accumulated credit total.

30. (Currently amended) A method for aggregating participation in slot game events provided via a slot machine, the method comprising:

receiving a player-initiated request for aggregate play of a plurality of the slot game events;

receiving an indication of a number of the slot game events for inclusion in the aggregate play, wherein each of the slot game events comprises one or more active paylines presented via the slot machine;

generating a gaming outcome based on resulting symbol combinations for each of the slot game events indicated for inclusion in the aggregate play; and

providing a collective payout result accounting for all of the outcomes associated with the aggregate play.

31. (Original) The method of Claim 30, further comprising:

receiving an accumulated credit quantity for inclusion in the aggregate play; and

converting the accumulated credit quantity to a number of slot game events supportable by the received credit quantity, wherein receiving an indication of a number of slot game events comprises receiving the number of slot game events supportable by the received credit quantity.

32. (Currently amended) A method for aggregating participation in gaming activity sets provided by a slot gamegaming activity, the method comprising:

receiving a player-initiated request for aggregate play;

receiving an accumulated credit quantity for inclusion in the aggregate play;
determining a number of gaming activity sets supportable by the received credit quantity, wherein each of the gaming activity sets comprises one or more discrete spin events~~game plays~~ provided by the slot game~~gaming activity~~;
generating a gaming outcome based on resulting symbol combinations of the one or more discrete spin events for each of the gaming activity sets supportable by the received credit quantity; and
providing a collective payout result accounting for all of the generated gaming outcomes.

33. (Currently amended) The method as in Claim 32, wherein receiving an accumulated credit quantity for inclusion in the aggregate play comprises receiving a player-designated accumulated credit quantity selected by a player of the slot game~~gaming activity~~.

34. (Original) The method as in Claim 32, wherein receiving an accumulated credit quantity for inclusion in the aggregate play comprises receiving a predetermined accumulated credit quantity.

35. (Original) The method as in Claim 32, wherein receiving an accumulated credit quantity comprises receiving all remaining credit accumulation.

36. (Original) The method as in Claim 32, wherein receiving an accumulated credit quantity comprises receiving less than all remaining credit accumulation.

37. (Original) The method as in Claim 32, further comprising presenting information relating to one or more of the gaming activity sets associated with the aggregate play.

38. (Original) The method as in Claim 32, further comprising receiving player-selected play attributes that identify one or more options associated with play of the gaming activity sets.

39. (Original) A method for effecting concurrent play of all remaining gaming activity sets provided by a gaming activity that would otherwise be carried out at least in part successively by a gaming participant, the method comprising:

- receiving a participant-initiated request for aggregate play;
- determining a credit total accumulated by the gaming participant;
- calculating a number of the gaming activity sets supportable by the credit total, wherein each of the gaming activity sets comprises one or more discrete game plays provided by the gaming activity;
- generating a gaming outcome for each of the gaming activity sets supportable by the credit total; and
- providing a collective payout result accounting for all of the gaming outcomes associated with the aggregate play.

40. (Currently amended) A casino gaming apparatus for providing at least one slot game~~gaming~~ activity, comprising:

- a user interface to allow a user to initiate an aggregate play mode, and to designate a number of slot game spin~~gaming~~ activity sets for inclusion in the aggregate play, wherein each of the slot game spin~~gaming~~ activity sets comprises one or more discrete spin events~~game plays~~ provided by the slot game~~gaming~~ activity;

- a random number generation module configured to randomly generate an individual payout result based on resulting symbol combinations of the one or more discrete spin events for each of the slot game spin~~gaming~~ activity sets included in the aggregate play; and

- a processor configured to compute a collective payout result based on all of the individual payout results associated with the aggregate play.

41. (Original) The casino gaming apparatus as in Claim 40, further comprising a display device, and wherein the processor is further configured to present the collective payout result to the user via the display device.

42. (Original) The casino gaming apparatus as in Claim 40, wherein the random number generation module comprises a programmed portion of the processor.

43. (Currently amended) The casino gaming apparatus as in Claim 40, wherein the random number generation module comprises a random number generator configured to generate the individual payout results for each of the slot game spingaming activity sets included in the aggregate play in series.

44. (Currently amended) The casino gaming apparatus as in Claim 40, wherein the random number generation module comprises a plurality of random number generators coupled to operate in parallel, and configured to concurrently generate at least some of the individual payout results for the slot game spingaming activity sets included in the aggregate play.

45. (Original) The casino gaming apparatus as in Claim 40, wherein the casino gaming apparatus comprises a slot machine, and wherein the random number generation module generates slot symbol combinations from which the individual payout results are derived.

46. (Original) The casino gaming apparatus as in Claim 40, wherein the casino gaming apparatus comprises a video keno machine, and wherein the random number generation module generates number combinations from which the individual payout results are derived.

47. (Original) The casino gaming apparatus as in Claim 40, wherein the casino gaming apparatus comprises a video poker machine, and wherein the random number generation module generates poker hands, based on predetermined draw/hold rules, from which the individual payout results are derived.

48. (Original) The casino gaming apparatus as in Claim 40, wherein the casino gaming apparatus comprises a video bingo machine, and wherein the random number generation module generates bingo numbers from which the individual payout results are derived.

49. (Original) The casino gaming apparatus as in Claim 40, wherein the casino gaming apparatus comprises a chance-based gaming machine, and wherein the random number generation module generates random numbers used in the chance-based game from which the individual payout results are derived.

50. (Currently amended) A method in which a gaming participant participates in a slot gamegaming activity, comprising:

participating in the slot gamegaming activity in a standard mode wherein at least some slot game spingaming activity events associated with the slot gamegaming activity are conducted in succession, and wherein each of the slot game spingaming activity events comprises one or more discrete mechanical or electronic reel spins game plays provided by way of the slot gamegaming activity;

accumulating a total number of credits;
initiating a speed play mode to participate in a plurality of the slot game spingaming activity events concurrently;

designating a number of the plurality of the slot game spingaming activity events desired for concurrent participation, wherein a number of credits commensurate with the designated number of slot game spingaming activity events is allocated to the concurrent participation; and

collecting a combined payout based on individual symbol combinationspayouts of each of the plurality of the slot game spingaming activity events subject to the concurrent participation.

51. (Currently amended) The method of Claim 50, wherein the discrete mechanical or electronic reel spinsgame plays comprise paylines.

52. (Canceled)

53. (Currently amended) A gaming apparatus for aggregating participation in gaming activity sets provided by a slot gamegaming activity, the gaming apparatus comprising:

means for receiving a player-initiated request for aggregate play;

means for receiving an indication of a number of gaming activity sets for inclusion in the aggregate play, wherein each of the gaming activity sets comprises one or more discrete spin events~~game plays~~ provided by the slot game~~gaming activity~~;

means for generating a gaming outcome based on resulting symbol combinations of the one or more discrete spin events for each of the gaming activity sets indicated for inclusion in the aggregate play; and

means for providing a collective payout result accounting for all of the gaming outcomes associated with the aggregate play.

54. (Currently amended) A computer-readable medium having computer-executable instructions for aggregating participation in gaming activity sets provided by a slot game~~gaming activity~~, the computer-executable instructions performing steps comprising:

receiving a player-initiated request for aggregate play;

receiving an indication of a number of gaming activity sets for inclusion in the aggregate play, wherein each of the gaming activity sets comprises one or more discrete spin events~~game plays~~ provided by the slot game~~gaming activity~~;

generating a gaming outcome based on resulting symbol combinations of the one or more discrete spin events for each of the gaming activity sets indicated for inclusion in the aggregate play; and

providing a collective payout result accounting for all of the gaming outcomes associated with the aggregate play.